## 20 ${ }^{\text {th }}$ Annual Adams-Friendship Youth Baseball Tournament Rules

1. Please, No Carry-Ins
2. Age eligibility is based on April $30^{\text {th }}$
3. A team roster will consist of no more than fifteen players
4. Turn Rosters in before the first game at the concession stand with phone numbers
5. You may bat your entire lineup and have free substitutions, or bat $9(12 \mathrm{u}), 10(10 \mathrm{u})$ and play by Little League substitution rules.
6. Must pitch run for catchers when there are two outs.
7. Pitchers, (10u) may pitch 3 innings per game, 8 innings max for the weekend. (12u) may pitch 3 innings per game, 10 innings max for the weekend. One pitch in an inning counts as an inning for that pitcher.
8. Base stealing is allowed in both divisions once the ball crosses home plate. Stealing home is allowed only in the 12 u division.
9. Once the pitcher is on the rubber, runners must return to the base they're on.
10. Must slide on close plays or be called out at umpires discretion. No head first sliding unless returning to previous base.
11. No fake bunts, if a batter pulls back on a bunt and swings, the batter will be out.
12. Infield fly rule will be played in both divisions.
13. A coin flip will determine home and away teams. Home team is the official score book and must turn in scores to concession stand after the game.
14. Only the manager may discuss a decision with the umpire or contact the tournament director (J.C. Dummitt).
15. AF Youth Baseball is not liable for injuries and teams are required to carry insurance.
16. Time limit for both divisions will be 75 minutes with no inning starting after this time has expired.
17. 15 run rule after the $3^{\text {rd }}$ inning, 10 run rule after the $4^{\text {th }}$ inning.
18. Batter can run on a dropped third strike unless first base is occupied or there are two outs.
19. $25 / 8$ or $21 / 4$ barrel bats, 1.15 or USSSA
20. In the event a game is tied after the time has expired we will start with the batter that made the last out starting on second base to start the inning.
21. Teams are required to clean the dugout after their game is over.
22. No taking infield practice before the games.
23. Good sportsmanship is required from the coaches, players and fans. Any disruptive behavior will result in a team forfeiting the current game and maybe all remaining games.
24. Again, please no carry-ins!
25. Tie Breaker Rules:
a. Head to Head
b. Fewest Runs Allowed
c. Run Differential
d. Coin Flip
e. 3 way ties will be decided by rule number 2 and down
26. Have fun!

If you have any questions please contact the tournament director J.C. Dummitt @ 608-474-0260

